

Staff Summary Report



City Council Meeting Date: 11/13/03

Agenda Item Number: 23

SUBJECT: This is the second public hearing for the City of Tempe General Plan 2030, requesting public input on the goals and objectives of the elements of this plan.

SUPPORTING DOCS: Yes

DOCUMENT NAME: 20031113dsdk05

GENERAL PLAN (0401-03)

COMMENTS: This is the second public hearing for **CITY OF TEMPE GENERAL PLAN 2030. #GEP-2003.79 Resolution 2003.62.** General Plan 2030 includes an introduction of Tempe's values and vision, a historic timeline respective of the culture and heritage of the community, a regional context analysis and demographic and statistical summary. It also contains maps, goals, objectives and strategies for the following elements:

- Land Use	- Accessibility	- Community Design
- Historic Preservation	- Housing	- Neighborhoods
- Redevelopment	- Economic Development	- Cost of Development
- Growth Areas	- Environment	- Land
- Water	- Pedestrian Network	- Bikeways
- Transit	- Travelways	- Motorists
- Parking and Access	- Aviation	- Open Space
- Recreational Amenities	- Public Art and Cultural Amenities	- Public Buildings
- Public Services	- Human Services	- Public Safety

PREPARED BY: Diana Kaminski, Senior Planner (480-858-2391)

REVIEWED BY: Steve Venker, Planning & Zoning Manager (480-350-8920)

LEGAL REVIEW BY: Cliff Mattice, Assistant City Attorney

FISCAL NOTE: N/A

RECOMMENDATION: Staff recommends approval of General Plan 2030 and all Planning & Zoning Commission recommendations. Staff also recommends approval of the Neighborhood Advisory Commission and Disability Commission recommendations.

ADDITIONAL INFO: A supplemental memo will be forwarded in the Wednesday packet to Council based the public input from the first hearing on November 6. This packet will include the attachments from the first hearing, and staff response to mentioned items not yet addressed.

This may be the last hearing of the General Plan, unless Council decides that it is necessary to hold a third hearing on December 4.